

HELLBLASTER SQUAD

M	T	SV	W	LD	OC
6"	5	3+	2	6+	1

AUFSTELLUNG

5-10x Hellblaster Sergeant oder Hellblaster (32mm)

Equipped with: Bolt pistol, ► Plasma Incinerator - Standard, ► Plasma Incinerator - Supercharge, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Ceramite Fists

Wargear Options:

- Each Hellblaster Sergeant can replace its Bolt pistol with Plasma pistol.

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
► Plasma Incinerator - Standard ASSAULT, RAPID FIRE 1	24"	2	3+	7	-2	2
► Plasma Incinerator - Supercharge ASSAULT, HAZARDOUS, RAPID FIRE 1	24"	2	3+	8	-3	2
► Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS, CLOSE-QUARTERS	12"	1	3+	8	-3	2

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
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ABILITIES

RULES - Close-quarters, Combat Doctrines

Rites of Thermal Appeasement

This unit has +1 to hazard rolls made for its Plasma Incinerator and Plasma Pistol weapons.

WEAPON RULES

Assault

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.



Ceramite Fists	Melee	3	3+	5	0	1
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Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

